

DETROIT: BECOME HUMAN™ SURPASSES 5 MILLION UNITS SOLD WORLDWIDE ACROSS ALL PLATFORMS FOLLOWING DEBUT ON STEAM

The Milestone was Achieved One Month After Quantic Dream Launched Heavy Rain™, Beyond: Two Souls™ and Detroit: Become Human™ on the Platform

Quantic Dream, the Paris-based video game studio that creates unique interactive experiences, announced today that its critically acclaimed narrative adventure Detroit: Become Human™ has surpassed 5 million units in sales across all platforms following the game's PC launch via Steam. Detroit: Become Human™ achieved the worldwide sales milestone exactly one month after Quantic Dream launched three of its games on Steam, which also includes Heavy Rain™ and Beyond: Two Souls™.

Quantic Dream launched Detroit: Community Play alongside Detroit: Become Human™ on Steam, an intuitive Twitch extension that allows streamers and their viewers to collectively make in-game decisions in real-time. The extension pioneers a new form of interactive engagement on Twitch, which has received a substantial amount of positive feedback from fans and has quickly grown in popularity among streamers and their communities. Nearly 500 streamers have already played with the poll-based Twitch overlay which has registered more than 1.5 million votes from viewers to date.

"I could immerse myself in streaming and connect with my audience much better thanks to the Community Play Twitch extension. It was refreshing to play while the audience led me to whole new situations and scenario branches that I would not have discovered playing on my own. The overlay interface fits so well with Detroit's art direction that some of my viewers thought it was part of the game itself. I had so much fun that I played three more days until reaching the end of the game." said Korean streamer Kumikomii.

"Launching Detroit: Become Human™ on Steam has been a delightful experience for us," said Guillaume de Fondau-mière, Co-CEO and Head of Publishing at Quantic Dream. "The response we're seeing has been incredibly positive, in particular in Asian markets. We are also thrilled by the response garnered by the concomitant release of our Community Play extension for streamers and viewers on Twitch, which elevated a fundamentally single player game into a social experience."

In February, Quantic Dream announced on its 23rd anniversary that it has gone fully independent, allowing the company to become the "masters of its own destiny" through a new self-publishing initiative that will see its games on new platforms. The recent launches of Heavy Rain™, Beyond: Two Souls™ and Detroit: Become Human™ are just the beginning of this new endeavor from Quantic Dream.

ABOUT QUANTIC DREAM

Quantic Dream is a French video game studio that leads the world in interactive storytelling. Founded 23 years ago by David Cage to create AAA games based on emotion and interactive storytelling, Quantic Dream has been at the forefront of innovation in narrative, popularizing the genre of choice-dependent stories. The studio, that worked exclusively with Sony between 2006 and 2018, created thought-provoking games like Fahrenheit™ (aka Indigo Prophecy™ in North America), Heavy Rain™, Beyond: Two Souls™, and more recently Detroit: Become Human™. The studio's medium-defining titles have showcased world-class talents including David Bowie, Ellen Page, Willem Dafoe, Hans Zimmer and Jesse Williams. Quantic Dream has developed proprietary technologies and original franchises since its creation, with the support of millions of gamers around the world. For more information, please visit: <http://www.quanticroam.com>.

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